

AMENDMENTS TO THE CLAIMS

1.-8. (canceled)

9 (currently amended) A distributed gaming system comprising:

a server;

a plurality of gaming consoles:

a game platform interface comprising server platform code running on the server and console platform code running on each gaming console;

a plurality of ~~games~~ game programs stored on the server, each game program comprising a plurality of being separable into separate functional program modules which when executing are arranged to interact with each other only via functions provided by execution of the platform interface,

C | wherein the server platform code located in the server functions to transfer at least one of the functional program modules of one game to a console and a plurality of consoles, each the console including platform code, for operating on the console, functions to executing execute the at least one of the functional program modules transferred to the console to provide a game function on the console for play by a player.;

~~platform code located in the server adapted to separate the game into its functional modules and for transferring at least one of the functional modules to the console.~~

10 (currently amended) A distributed gaming system as claimed in claim 9, wherein the functional program modules include a combinations program module and a graphics/audio program module and wherein execution of the combinations program module to determine the a game outcome is ~~retained~~ performed on the server as a function provided by execution of the server platform code, and wherein one ~~or more~~ graphics/audio program files ~~file or other~~ functional module is distributed to one ~~or more~~ of the consoles for execution as a function of execution of by the respective consoles' console platform code to display the game outcome determined on the server to a player playing the game on the respective console.

11.-12.(canceled)

13. (currently amended) A server for a distributed gaming system which includes said server and at least one gaming for use with a console, the server including:

a plurality of games programs stored on the server and selectable for play by a player operating one of the consoles, each game program being separable-separated into a plurality of separate-functional program modules:

a server component of a game platform interface comprising server platform code running on the server, whereby the server is only permitted to interact with the functional modules via functions provided by the execution of the server platform code, through which and only through which, the modules are arranged to interact; and

the server platform code located in the server adapted-functioning to separate the game into its functional modules for distribution of distribute one or more functional program modules of one game to a console on which the respective game has been selected to be played by a player, whereby execution of the functional modules on the console permits the game to be played on the console by the player.

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14. (currently amended) aA server as claimed in claim 13, wherein the functional program modules include a combination program module and a graphics/audio program module wherein execution of the combinations program module determines a game outcome of the game being played on the console and execution of the graphics/audio program module on the console displays a game outcome to a player playing a game on a console.

15. (currently amended) A server as claimed in claim 13, wherein the server stores a plurality of functional program modules are saved on the server for and each of the functional program modules provides the same functions for a different one or more of the games.

16. (currently amended) A server as claimed in claim 15, wherein the function is a currency type and / or denomination function which includes a graphical representation of a currency symbol to be displayed in association with the selected game.

17. (currently amended) A distributed gaming system as claimed in claim 9, wherein the server stores a plurality of files each of which provides a set of program code to provide the same function for a different one of the games relating to the same function.

18. (currently amended) A distributed gaming system as claimed in claim 17, wherein the function is a currency type and / or denomination function which includes a graphical representation of a currency symbol.

19.-55. (canceled)